



Text Color Buttons: Public API Reference

namespace: [BinaryCharm.TextColorButtons](#)

class: [TextColorButton](#)

- Class extending [Button](#) to allow changing the label color similarly to the target graphics color. To work properly, the label should be a [UnityEngine.UI.Text](#) component. Access the [textColors](#) property to set the colors, similarly to how you access [colors](#) to set the target graphics colors.

class: [TMP_TextColorButton](#)

- Class extending [Button](#) to allow changing the label color similarly to the target graphics color. To work properly, the label should be a [TMPPro.TMP_Text](#) component. Access the [textColors](#) property to set the colors, similarly to how you access [colors](#) to set the target graphics colors.

interface: [ITextColorButton](#)

- Interface useful to handle interchangeably [TextColorButton](#) and [TMP_TextColorButton](#) instances.

namespace: BinaryCharm.TextColorButtons.Extensions

class: ButtonExtensions

- Static class providing extension methods to easily modify a single value of the `colors` property. Refer to the Unity documentation about `ColorBlock` and `Button` to understand the details.
- `public static void setGfxColorFadeDuration(this Button rB, float fSecs)`
- `public static void setGfxColorMultiplier(this Button rB, float fMult)`
- `public static void setNormalGfxColor(this Button rB, Color c)`
- `public static void setHighlightedGfxColor(this Button rB, Color c)`
- `public static void setPressedGfxColor(this Button rB, Color c)`
- `public static void setSelectedGfxColor(this Button rB, Color c)`
- `public static void setDisabledGfxColor(this Button rB, Color c)`

class: TextColorButtonExtensions

- Static class providing extension methods to easily modify a single value of the `textColors` property, which is a `TextColorBlock`. This mirrors the `colors` property of standard buttons, which is a `ColorBlock`. Refer to the Unity documentation about `ColorBlock` and `Button`` to understand the details.

The methods are defined for `ITextColorButton`, which allows you to call them on both `TextColorButton` and `TMP_TextColorButton` instances.

- `public static void setTextColorFadeDuration(this ITextColorButton rB, float fSecs)`
- `public static void setTextColorMultiplier(this ITextColorButton rB, float fMult)`
- `public static void setNormalTextColor(this ITextColorButton rB, Color c)`
- `public static void setHighlightedTextColor(this ITextColorButton rB, Color c)`
- `public static void setPressedTextColor(this ITextColorButton rB, Color c)`
- `public static void setSelectedTextColor(this ITextColorButton rB, Color c)`
- `public static void setDisabledGfxColor(this ITextColorButton rB, Color c)`